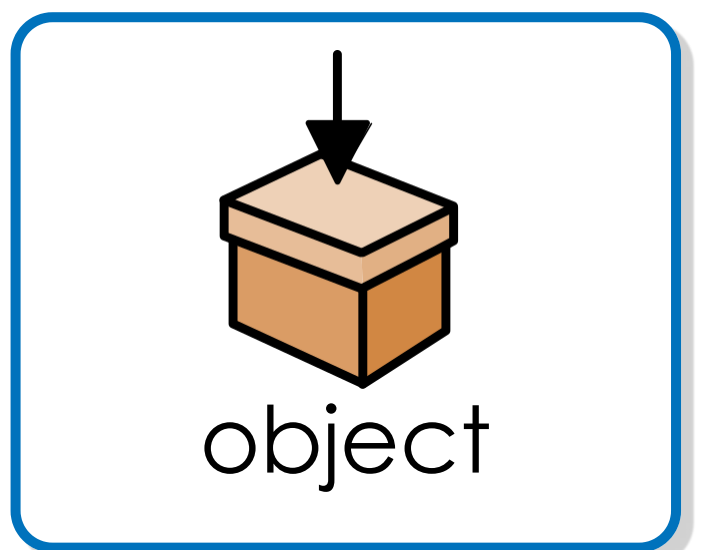
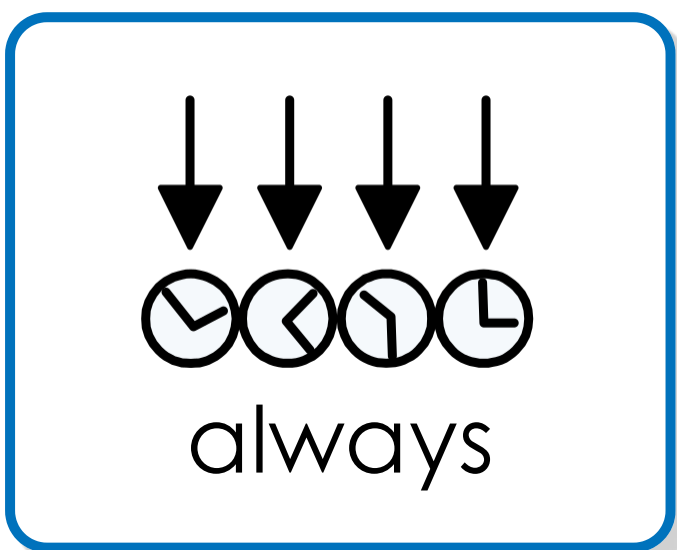
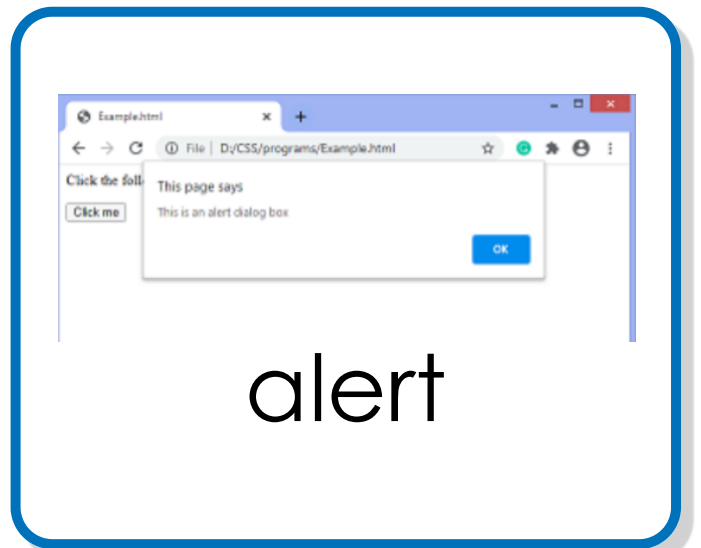
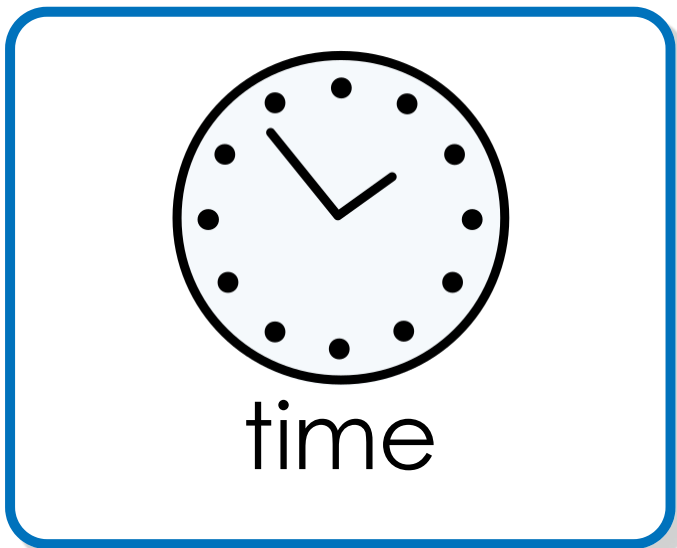
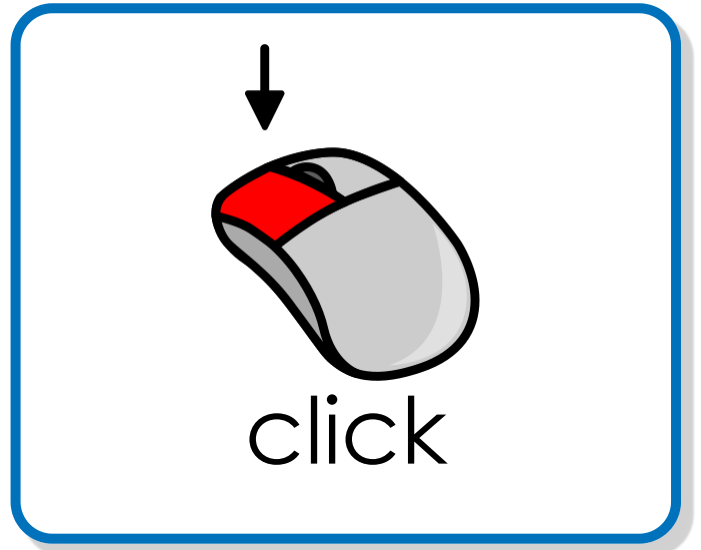
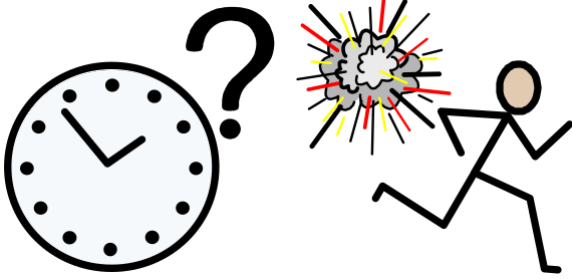


Year 6 Coding Vocabulary

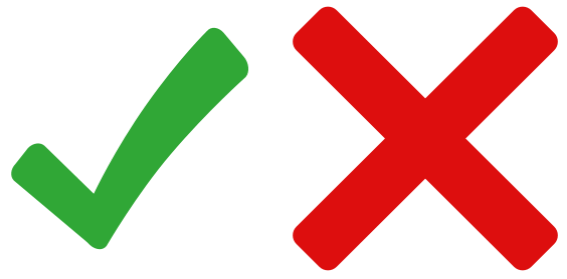


Autumn Term

Year 6 Coding Vocabulary



event



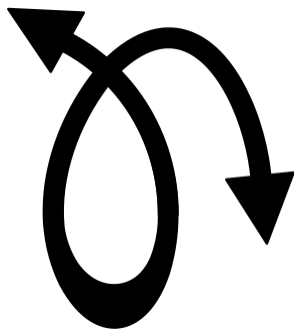
condition



timer



if statement



loop



action

Autumn Term

Year 6 Coding Vocabulary



speed

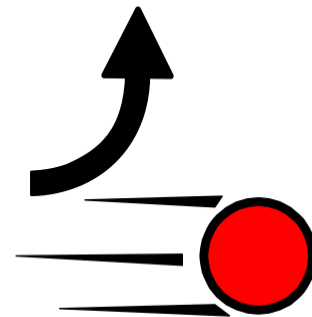


property

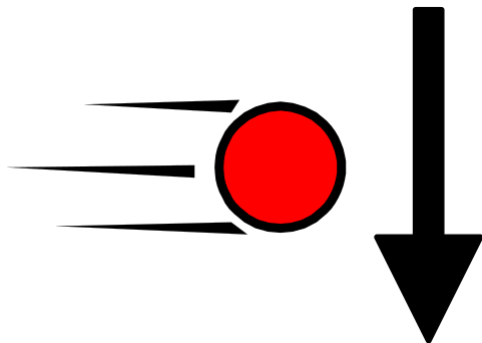
```
1 console.log(timesTwo(10));  
2 console.log(timesTwo(20));  
3 console.log(timesTwo(1000));  
4  
5 function timesTwo(input){  
6   var output = input * 2;  
7   return output;  
8 }
```

```
20  
40  
2000
```

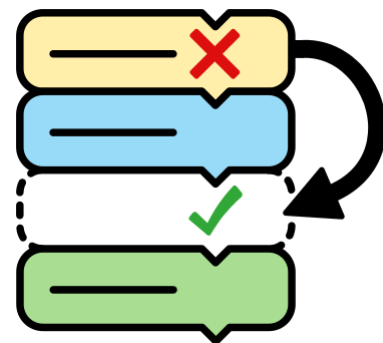
value



accelerate



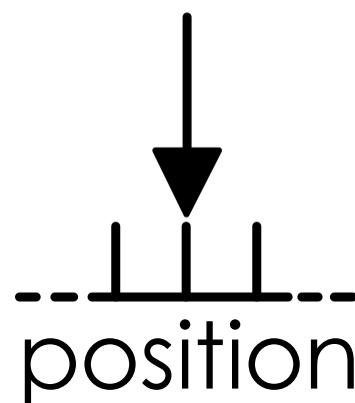
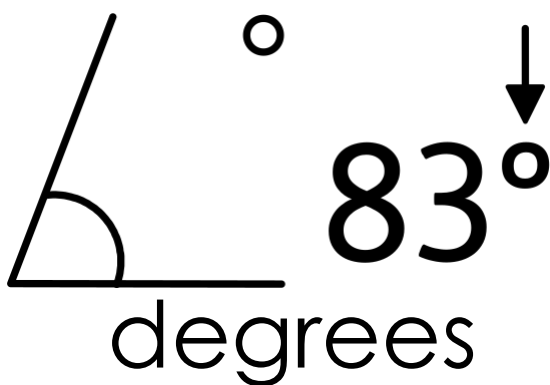
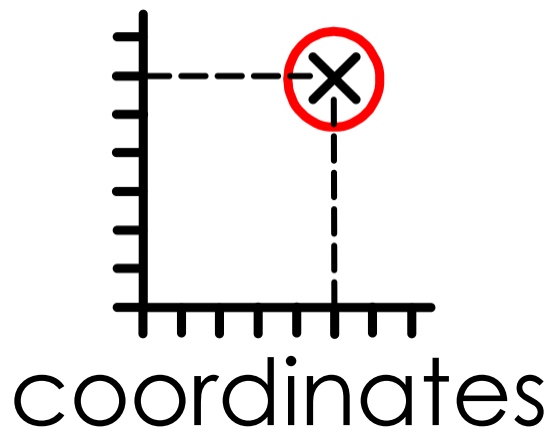
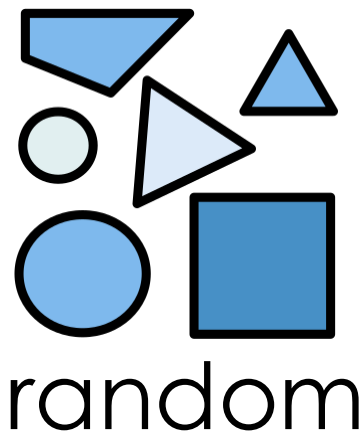
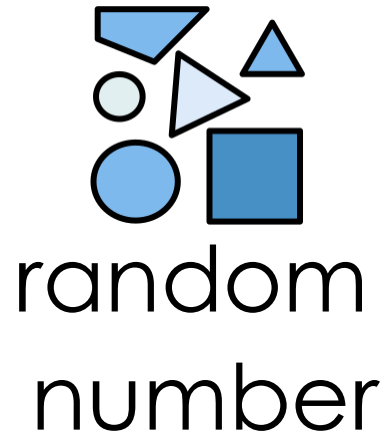
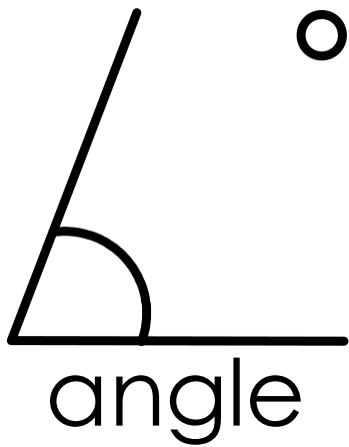
decelerate



debug

Autumn Term

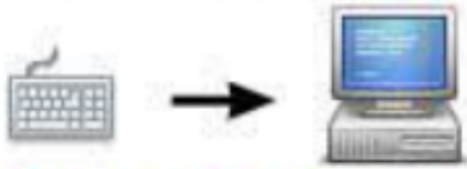
Year 6 Coding Vocabulary



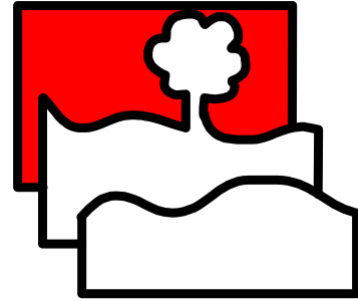
Autumn Term

Year 6 Coding Vocabulary

Input Example



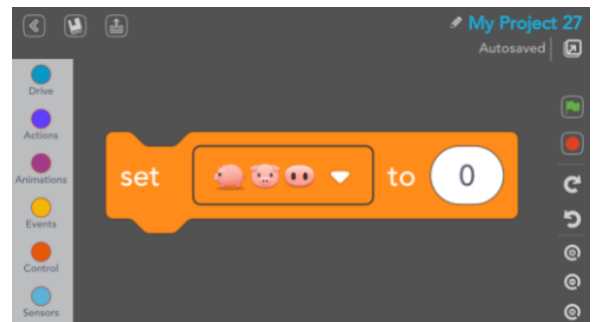
input



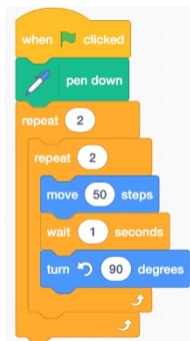
background



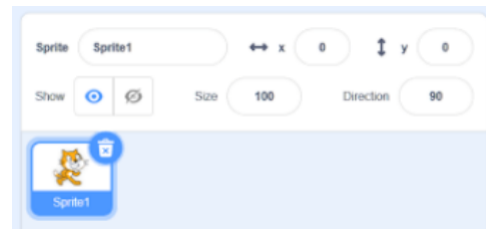
block



heading



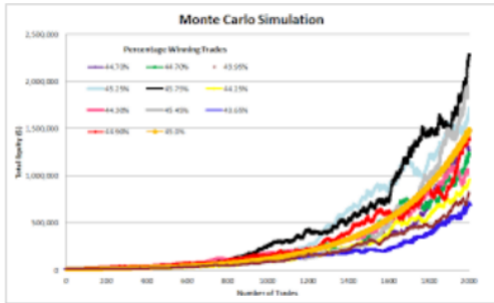
iteratively



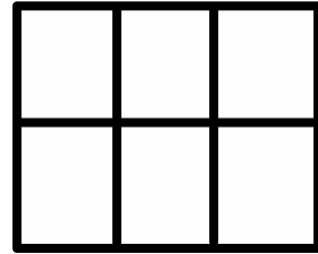
object
properties

Autumn Term

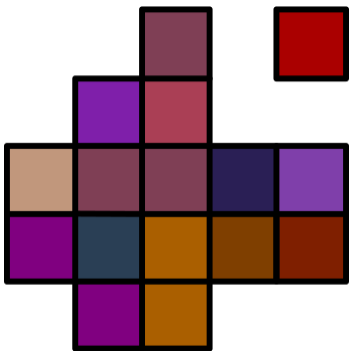
Year 6 Coding Vocabulary



simulation



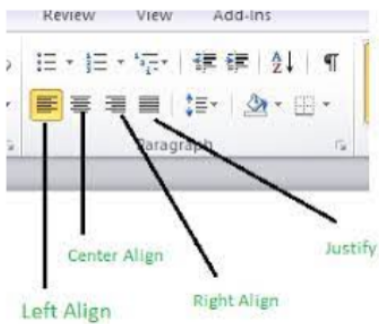
grid



pixel



convert



alignment

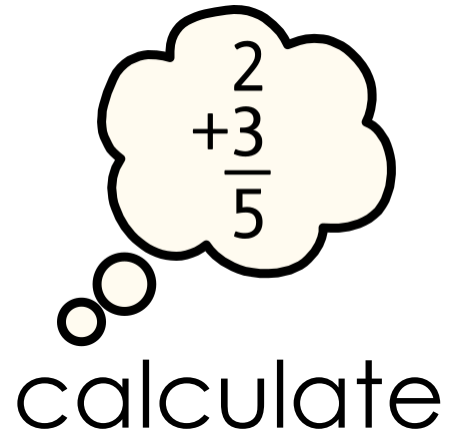
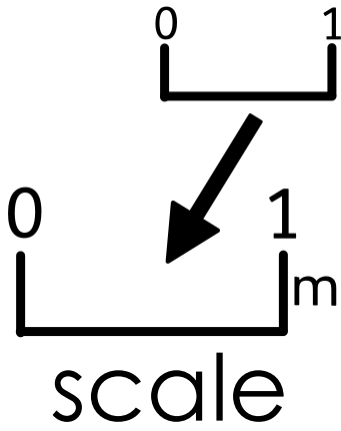
cm g

m² kg

unit

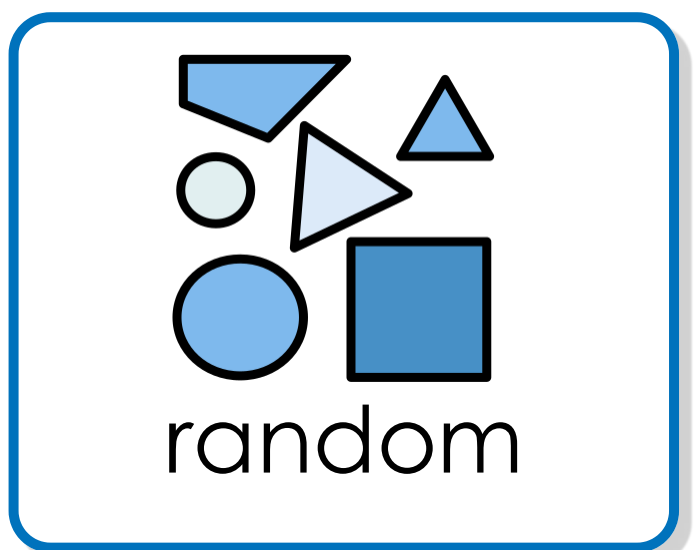
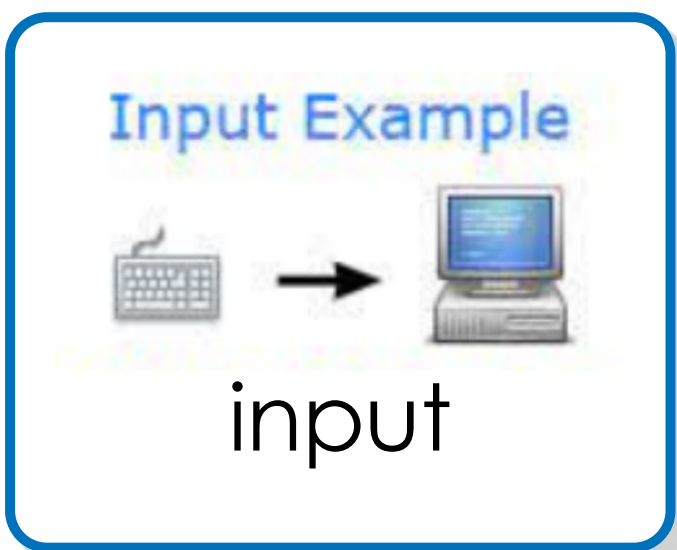
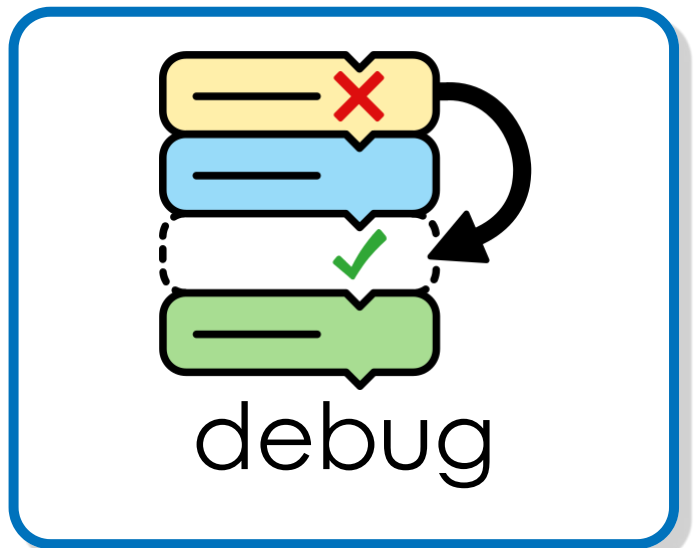
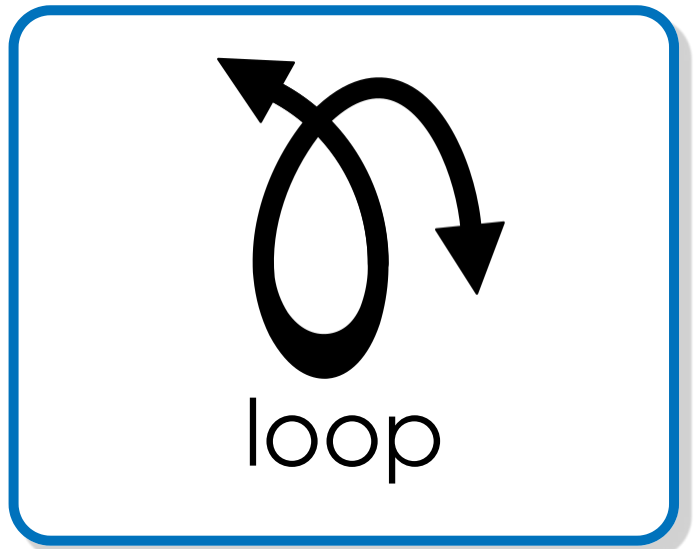
Autumn Term

Year 6 Coding Vocabulary



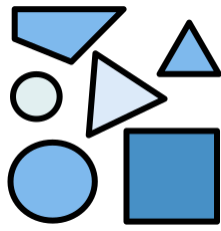
Autumn Term

Year 6 Coding Vocabulary



Spring Term

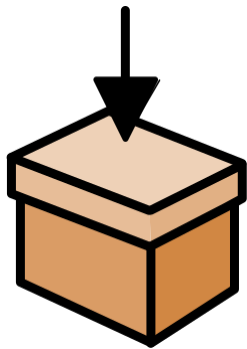
Year 6 Coding Vocabulary



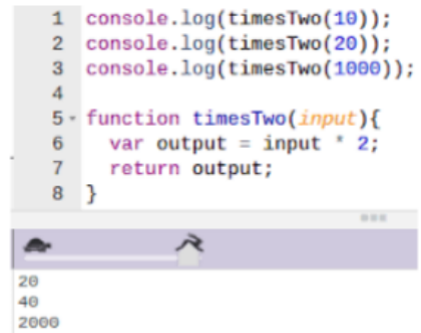
random
numbers



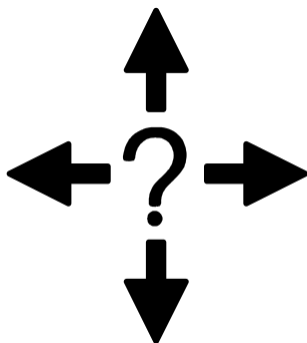
property



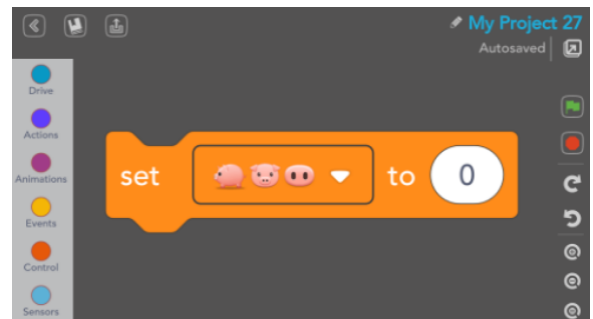
objects



values



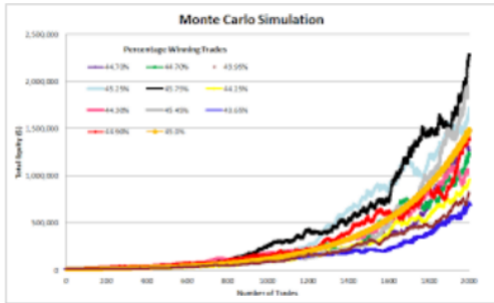
direction



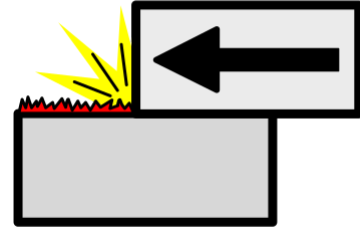
heading

Spring Term

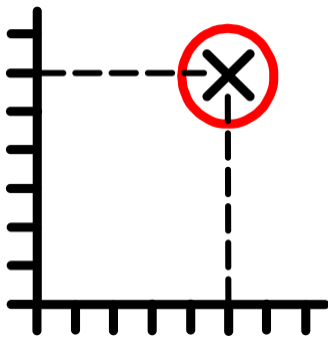
Year 6 Coding Vocabulary



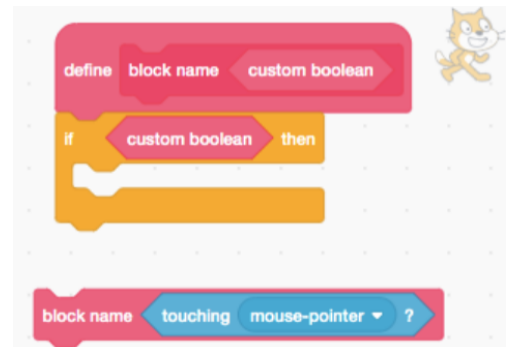
simulation



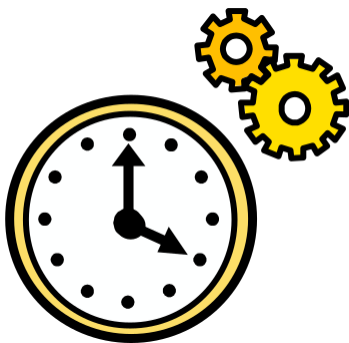
friction



coordinates



boolean



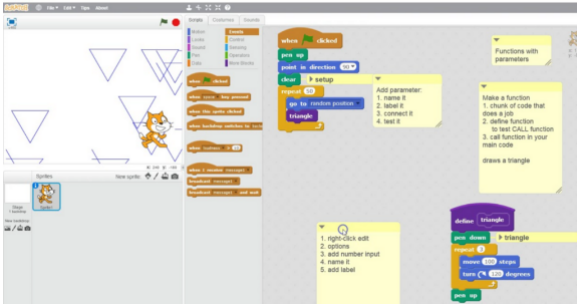
analogue



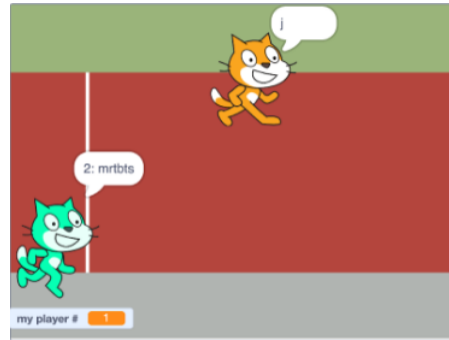
digital

Spring Term

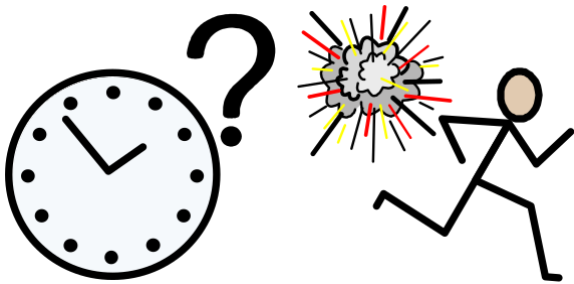
Year 6 Coding Vocabulary



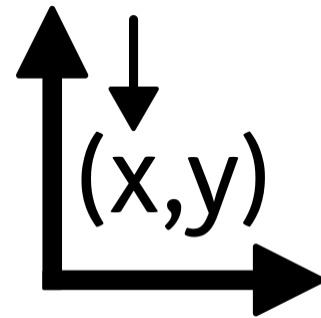
parameter



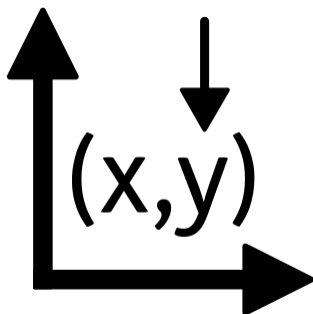
location



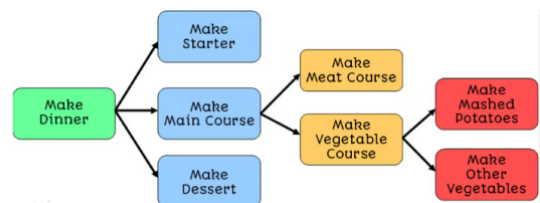
events



x coordinate



y coordinate



decomposition

Spring Term

Year 6 Coding Vocabulary



block code

Sprites



Sprite 1



Sprite 2



Sprite 3

sprite



action

Input Example



input

Output Example



output




variable

Summer Term

Year 6 Coding Vocabulary

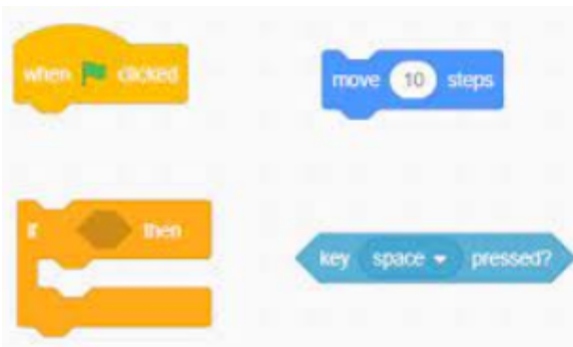
```
1 console.log(timesTwo(10));
2 console.log(timesTwo(20));
3 console.log(timesTwo(1000));
4
5 function timesTwo(input){
6   var output = input * 2;
7   return output;
8 }
```



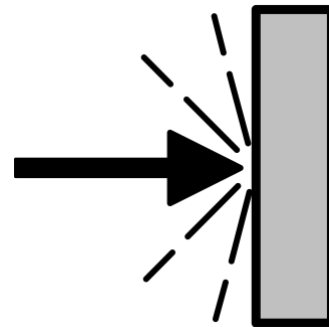
value



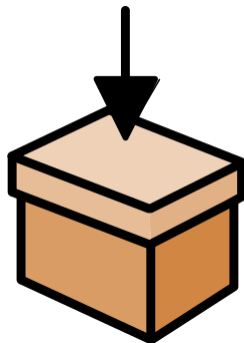
conditional
event



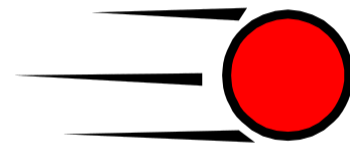
execute



hit event



object



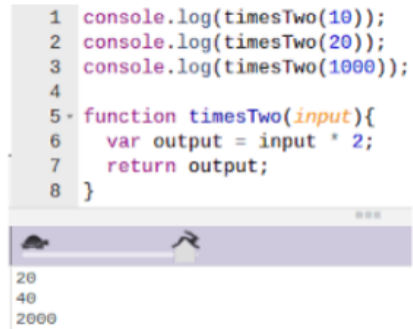
speed

Summer Term

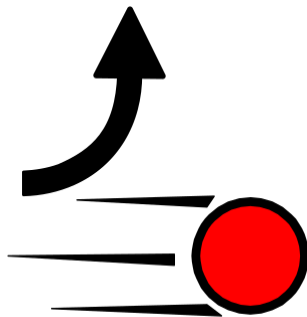
Year 6 Coding Vocabulary



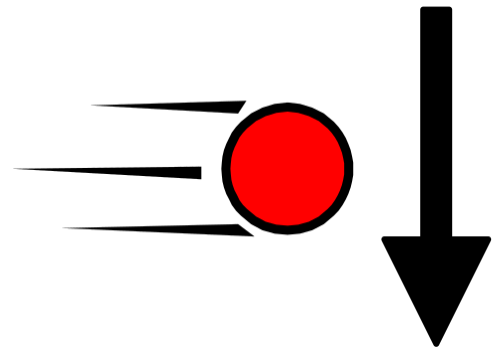
property



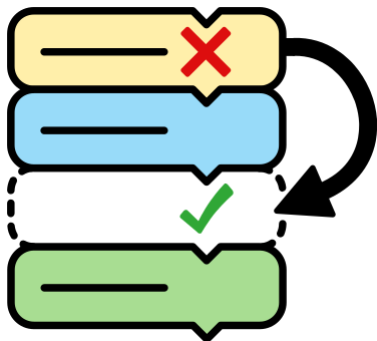
value



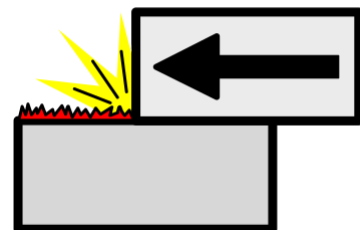
accelerate



decelerate



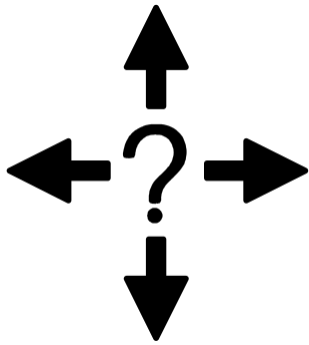
debug



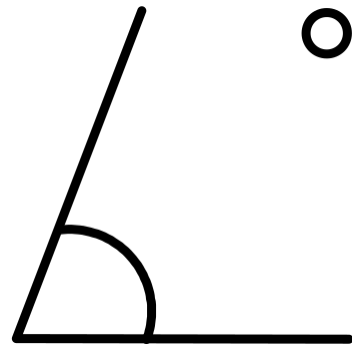
friction

Summer Term

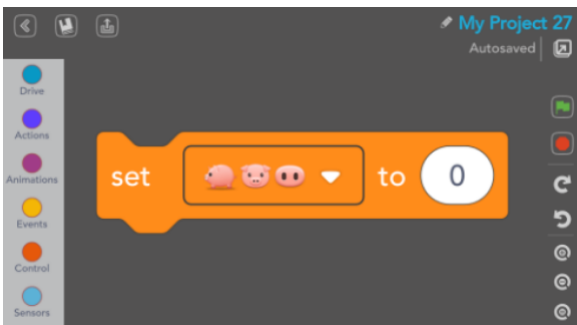
Year 6 Coding Vocabulary



direction



angle



heading

Summer Term